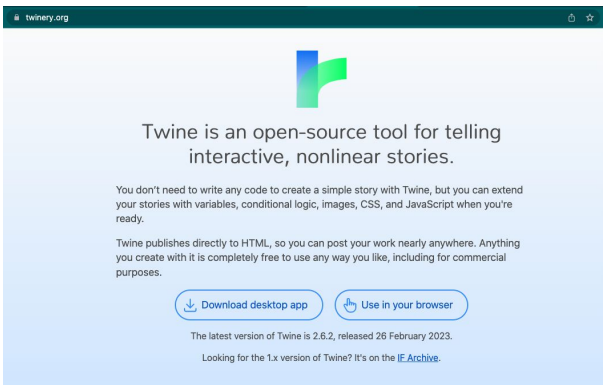
Twine's Quick Guide

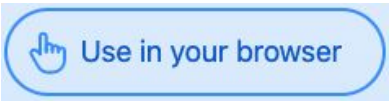

twinery.org
Twine is an open-source tool for telling interactive, nonlinear stories.
You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.
Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.
Download desktop app
Use in your browser
The latest version of Twine is 2.6.2, released 26 February 2023.
Looking for the 1.x version of Twine? It's on the IF Archive.

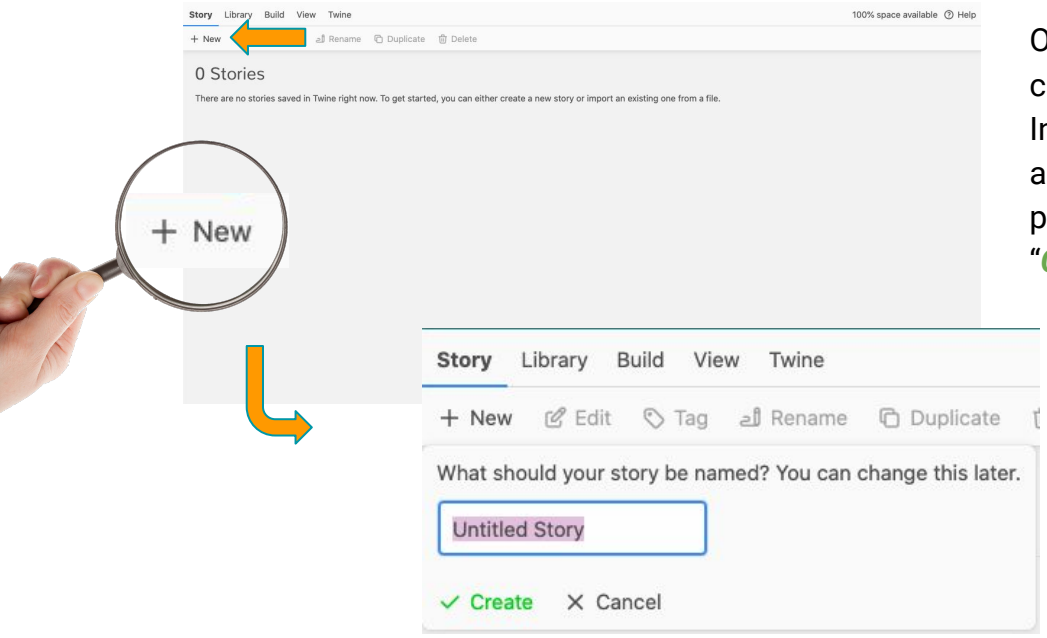
What is Twine?

It is a tool that allows non-linear and interactive storytelling.

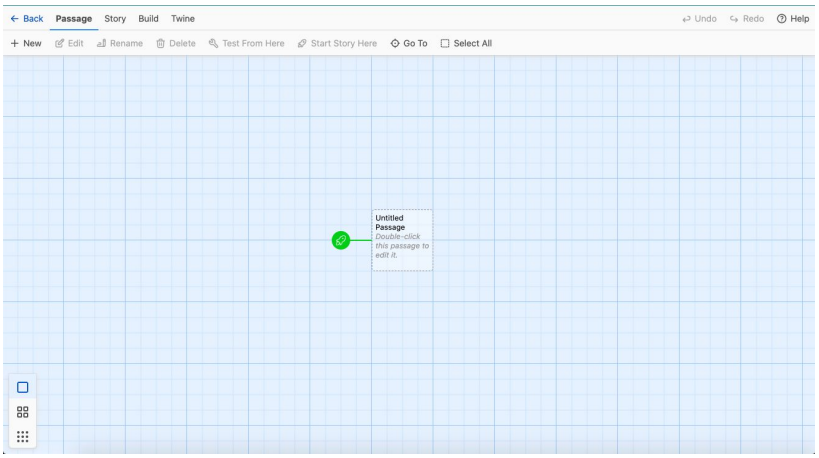
How to create an interactive story?

Go to https://twinery.org/ and click on the "***Use in your browser***" option.





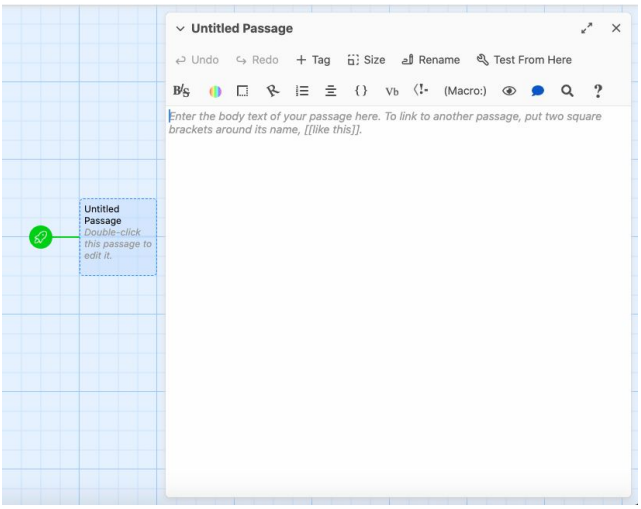
Once inside the platform, click the "***+ New***" option. In the resulting window, assign a name to your project and click the "***Create***" option.

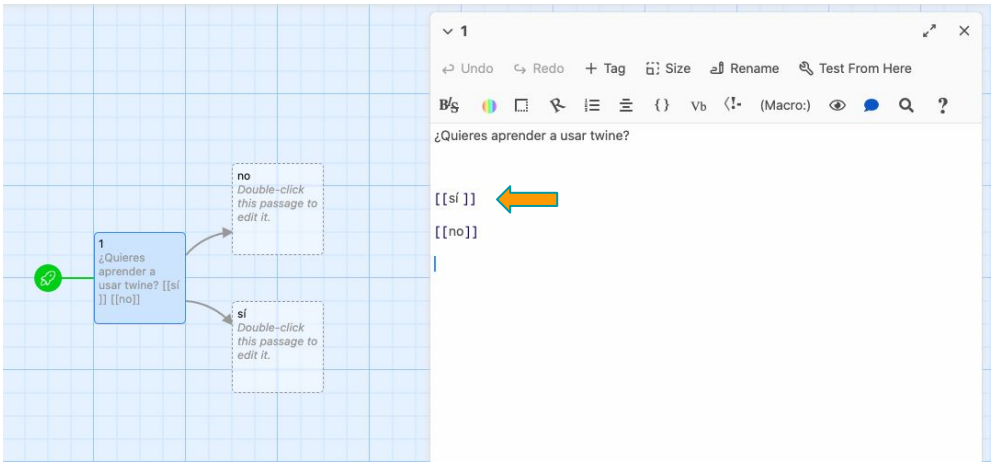


Twine will present an interface for editing stories with a box representing your first “passage” or narrative.

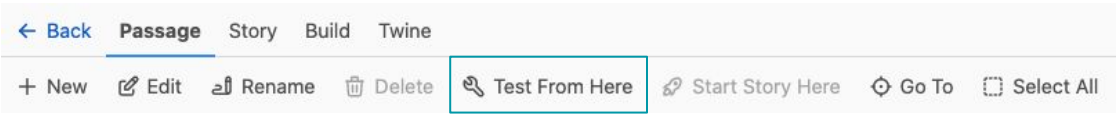
To start writing your story double-click on the first passage. This will open a window to enter the first content of your narrative.

If you want to create two alternatives for continuing the story (“choose your own adventure” type), write each of the options using double brackets, like this: **[[write your option here]]**.

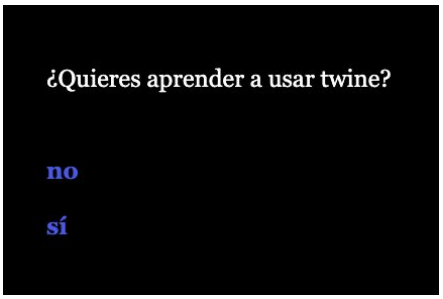




To visualize how your interactive narrative will look like, click on the box of your first passage and click on the menu option "***Test from here***".



This will open a new tab in your web browser where you can read your story and interact with the narrative options displayed as hyperlinks.



To share your *Twine* project, download the story as an HTML file by clicking in the "***Build***" option of the main menu and choose the "***Publish to File***" option in the resulting sub-menu.

You can share the HTML file by email or via a link to a cloud hosting service; your users will be able to open the digital file and interact with your narrative in their preferred web browser.

Also, you can upload your project file and publish it on the Internet, using any service that allows you to upload HTML files ("static website hosting" services, such as Itch.io and Borogove.io); if you use WordPress, you can embed your story using the *Embed Twine* plugin.

That's it, you've created your non-linear interactive story with Twine!

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